

SEGA®

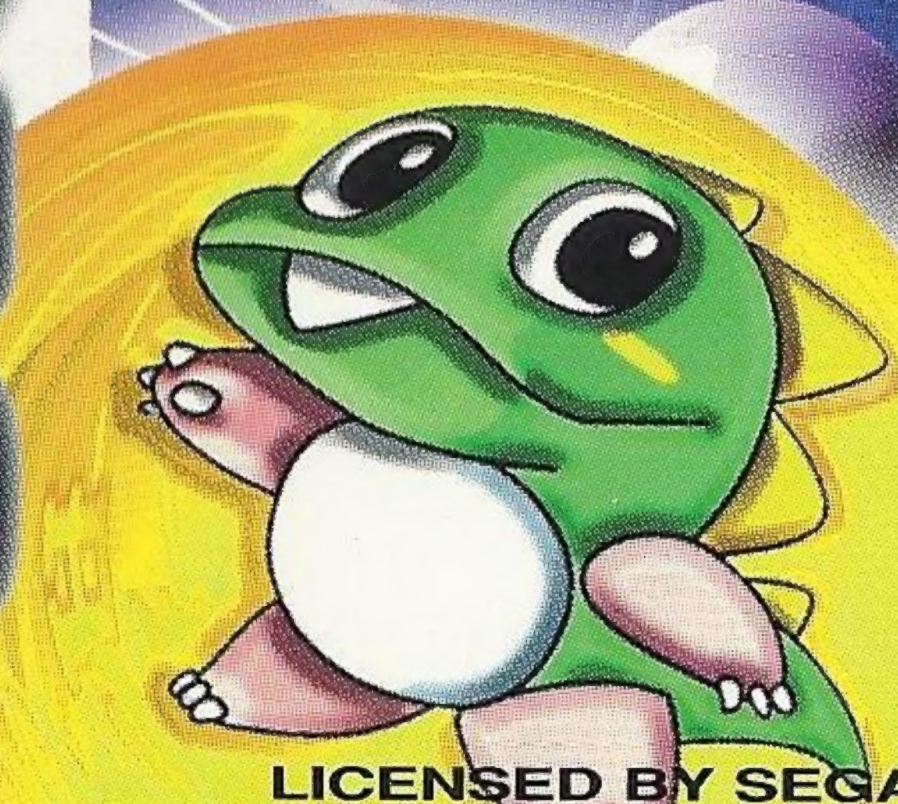
Serious Fun™

NATSUME®



BUST- A-MOVE 3™

SEGA SATURN



LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN® SYSTEM.

KIDS TO ADULTS



CONTENT RATED BY
ESRB

T-31103H

WARNINGS

READ BEFORE USING YOUR SEGA SATURN®

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed certain light patterns of flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may include previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.

HANDLING YOUR SEGA SATURN® DISC:

- * The Sega Saturn® disc is intended for use exclusively with the Sega Saturn® system.
- * Do not bend it, crush it, or submerge it in liquids.
- * Do not leave it in direct sunlight, near a radiator or other source of heat.
- * Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- * Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft, dry cloth-wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

BUST-A-MOVE 3



Bust-A-Move 3
is comin' at ya!

Are you ready?

With a cast of new characters and a few new tricks, it's going to chal-

lenge you to the max! You'll soon

be smashing through complex levels of dazzling rainbow spheres in Single-Player mode, or pitting your skills against a friend.

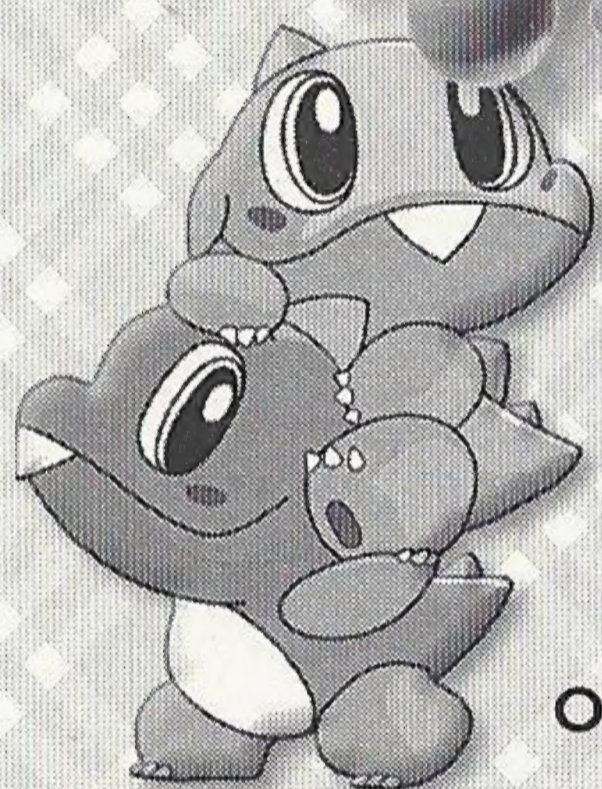


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GETTING STARTED

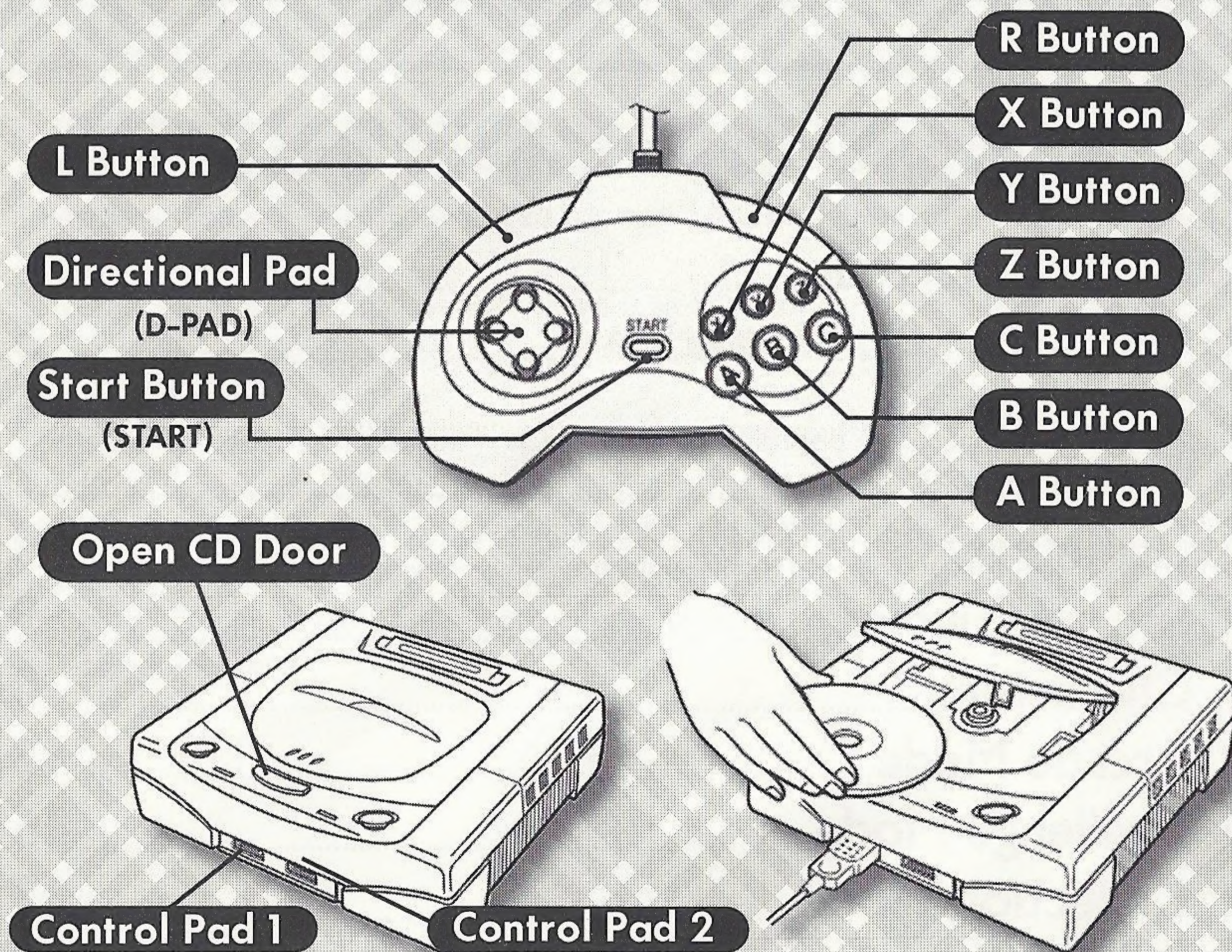
- 1 Set up your Sega Saturn system by following the instructions in the Sega Saturn Instruction Manual. Plug in Control Pad 1. For 2-player games, plug in Control Pad 2 also.

Note: Bust-A-Move 3 is for one or two players.

Place the Bust-A-Move 3 disc, label side up, in the well of the CD tray and close the door.

- 2 Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo will appear on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
- 3 If you wish to stop a game in progress, or if the game ends, press the Reset Button on the Sega Saturn console to display the on-screen Control panel.

Important: Your Sega Saturn compact disc contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center and wiping straight out toward the edge.



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772

CONTROLLERS

Bust-A-Move 3 includes three slightly different controller configurations. Type A is the default setting, which you can change in the Options Screen.

Type A

Makes Minor Adjustments to the Left

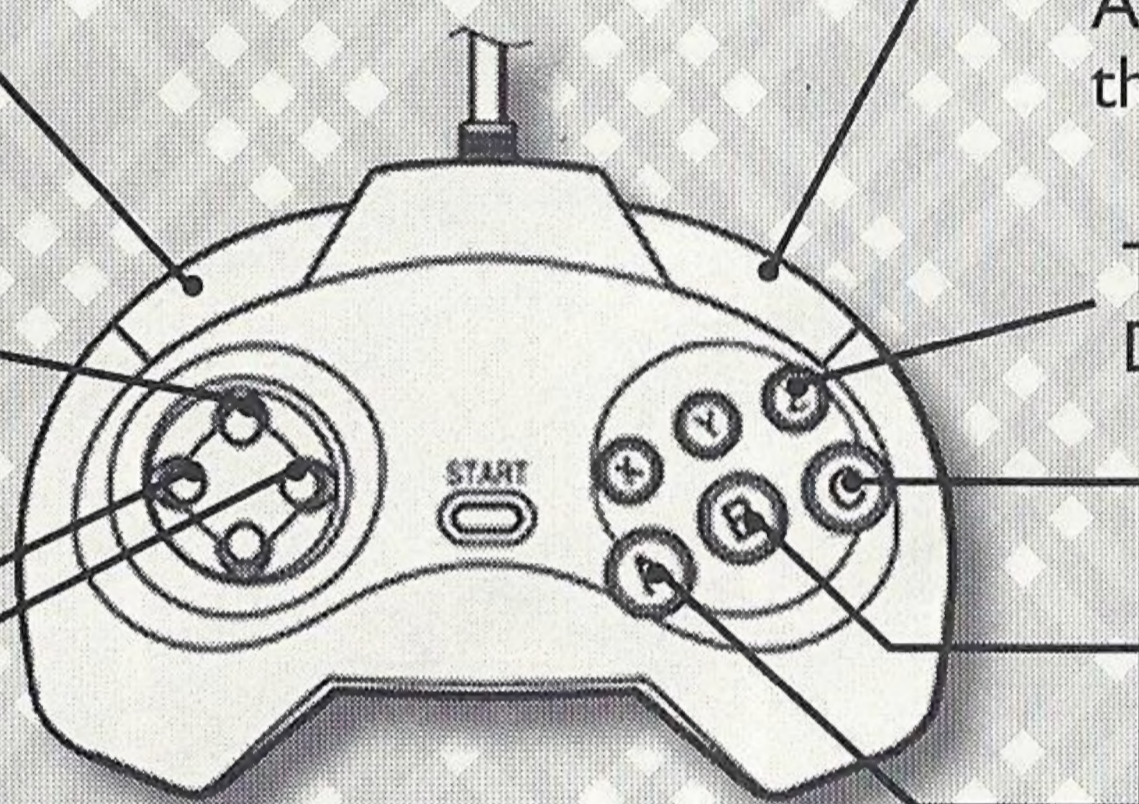
Resets Bubble Launcher to 90°

Makes Major Adjustments to the Left or Right

Makes Minor Adjustments to the Right

Toggles Score Display

Shoots Bubbles

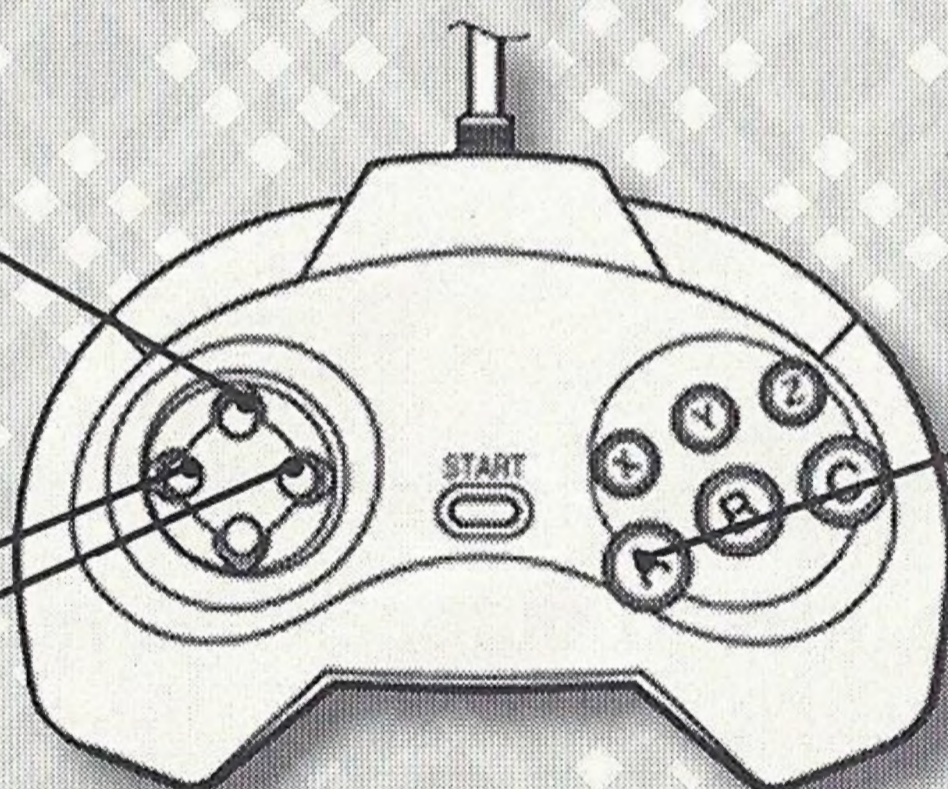


Type B

Resets Bubble Launcher to 90°

Makes Major Adjustments to the Left or Right

Shoots Bubbles



Type C

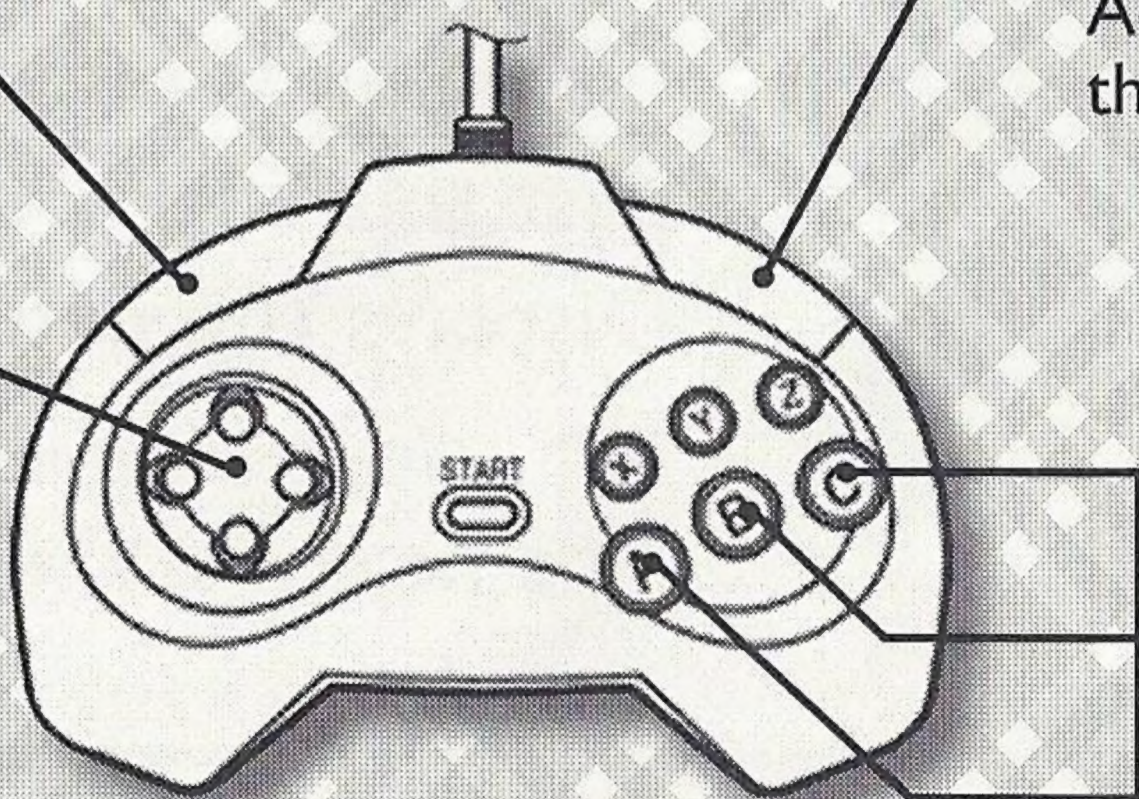
Makes Major Adjustments to the Left

No Function

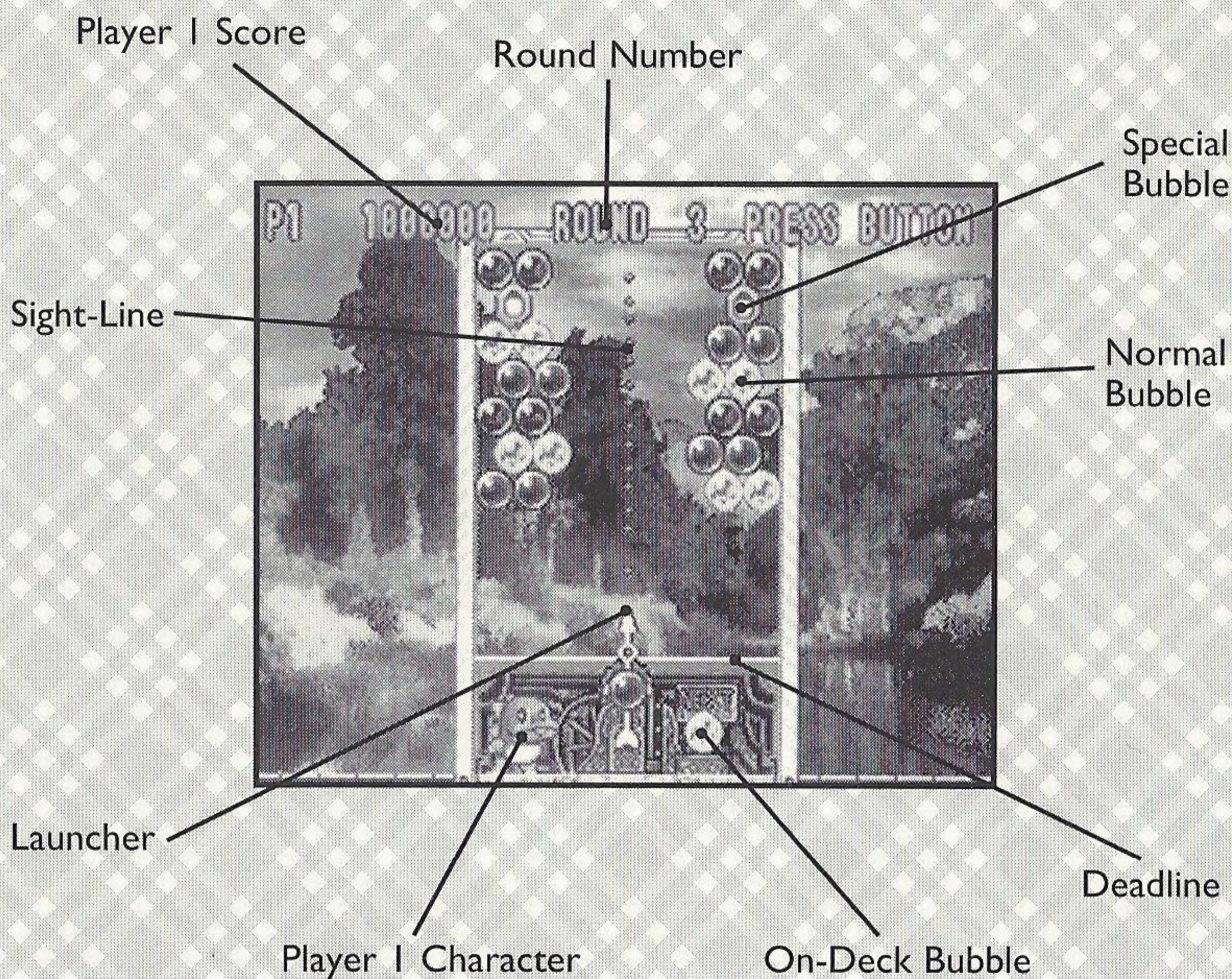
L+R Resets Bubble Launcher to 90°

Makes Major Adjustments to the Right

Shoots Bubbles



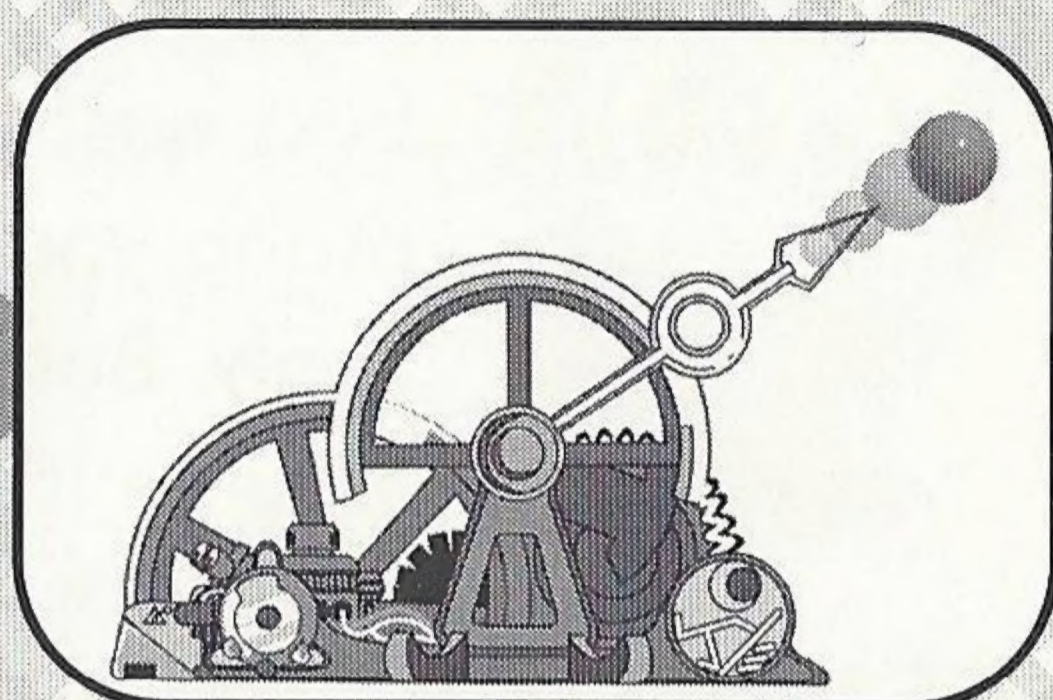
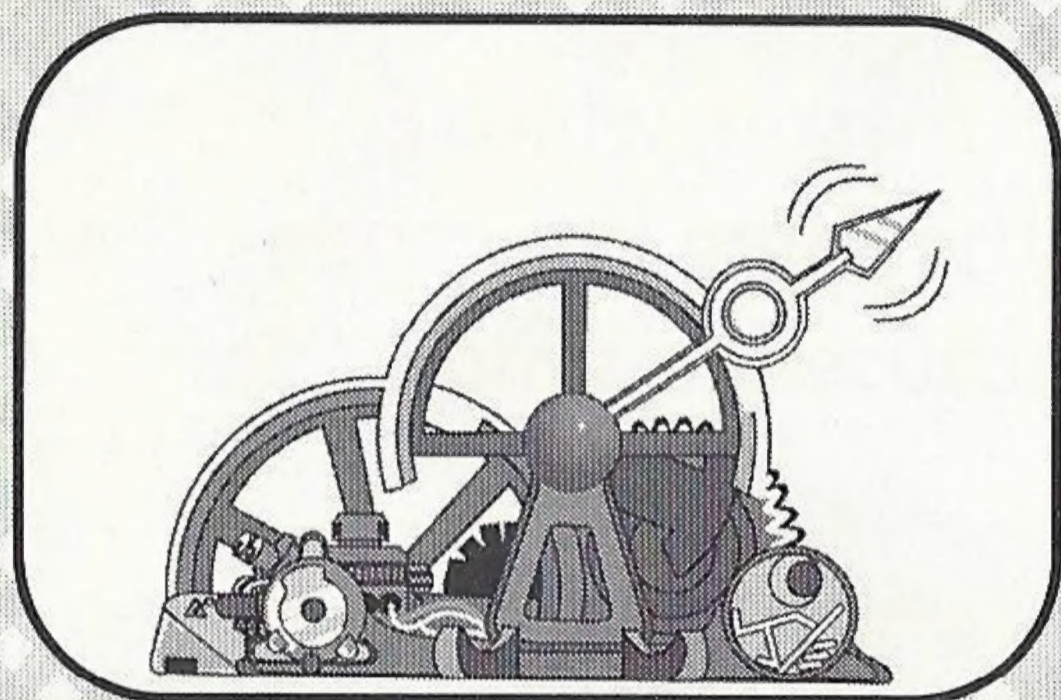
GAME SCREEN



NOTE: The configuration of this screen varies slightly in different game modes.

- LAUNCHER**..... Fires bubbles in a straight line from the arrow
- DEADLINE**..... Game ends once bubbles descend past this line
- SIGHT-LINE**..... Displays the path of the next bubble
- ON-DECK**..... The next bubble to be launched

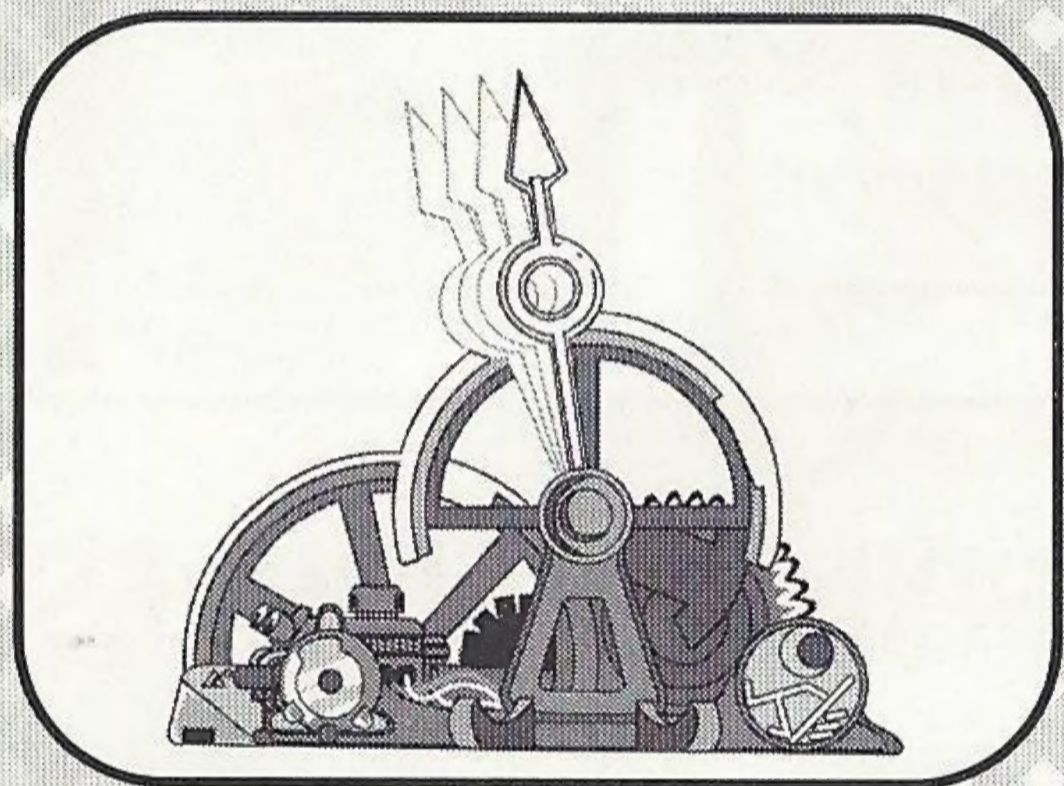
BASIC MOVES



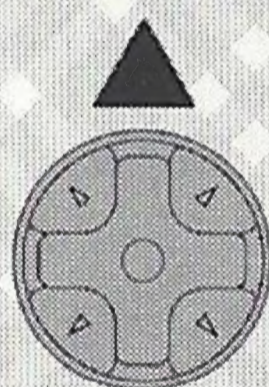
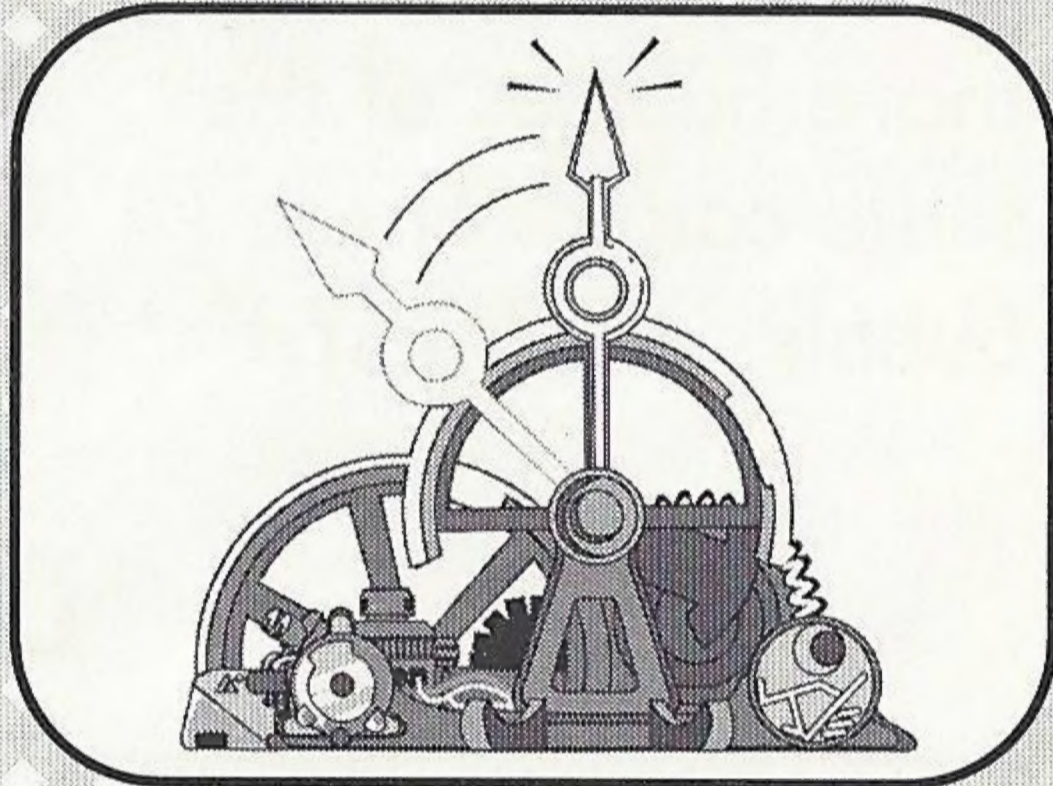
Right or Left
on the Con-
trol Pad aims.



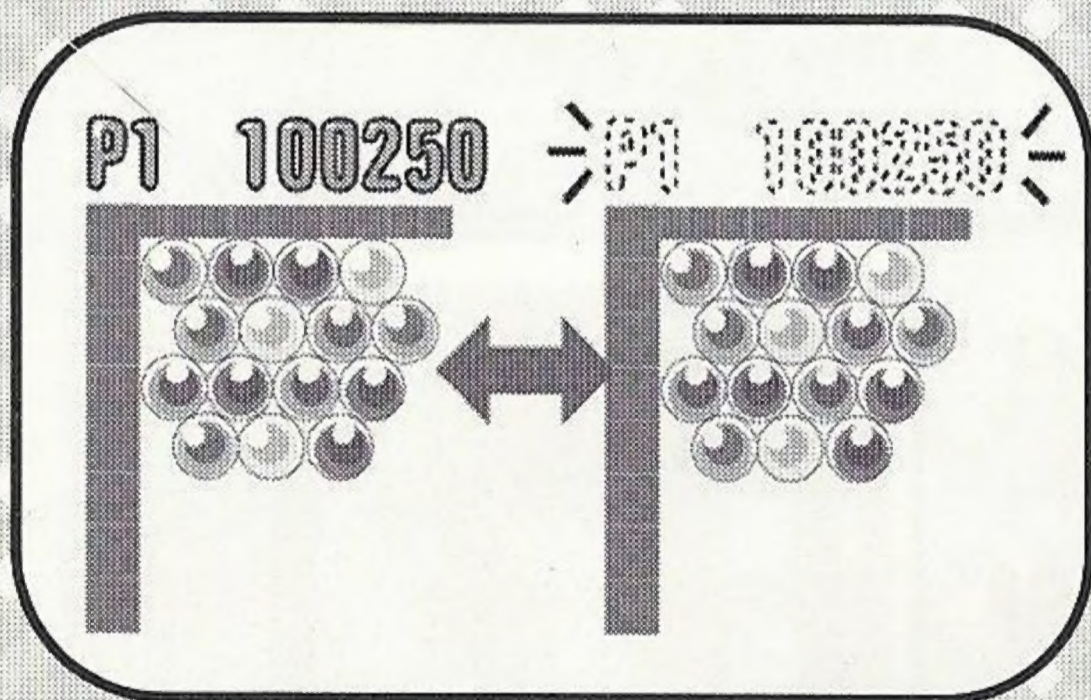
Pressing A or C
launches the
bubble.



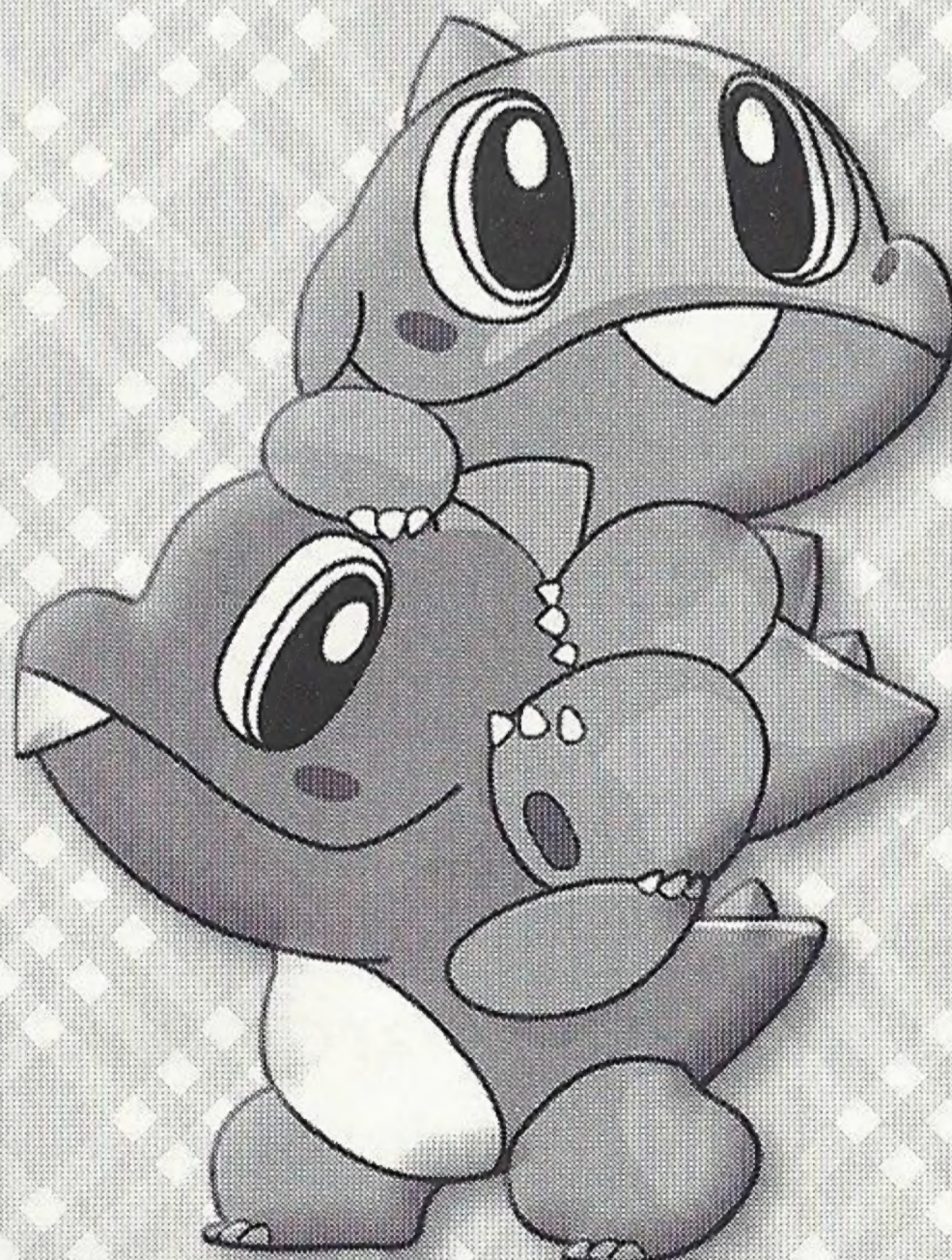
The L and R
buttons aim
the launcher
more precisely



Pressing Up
resets the launch-
er to 90°.



The Z button dis-
plays or hides the
score.



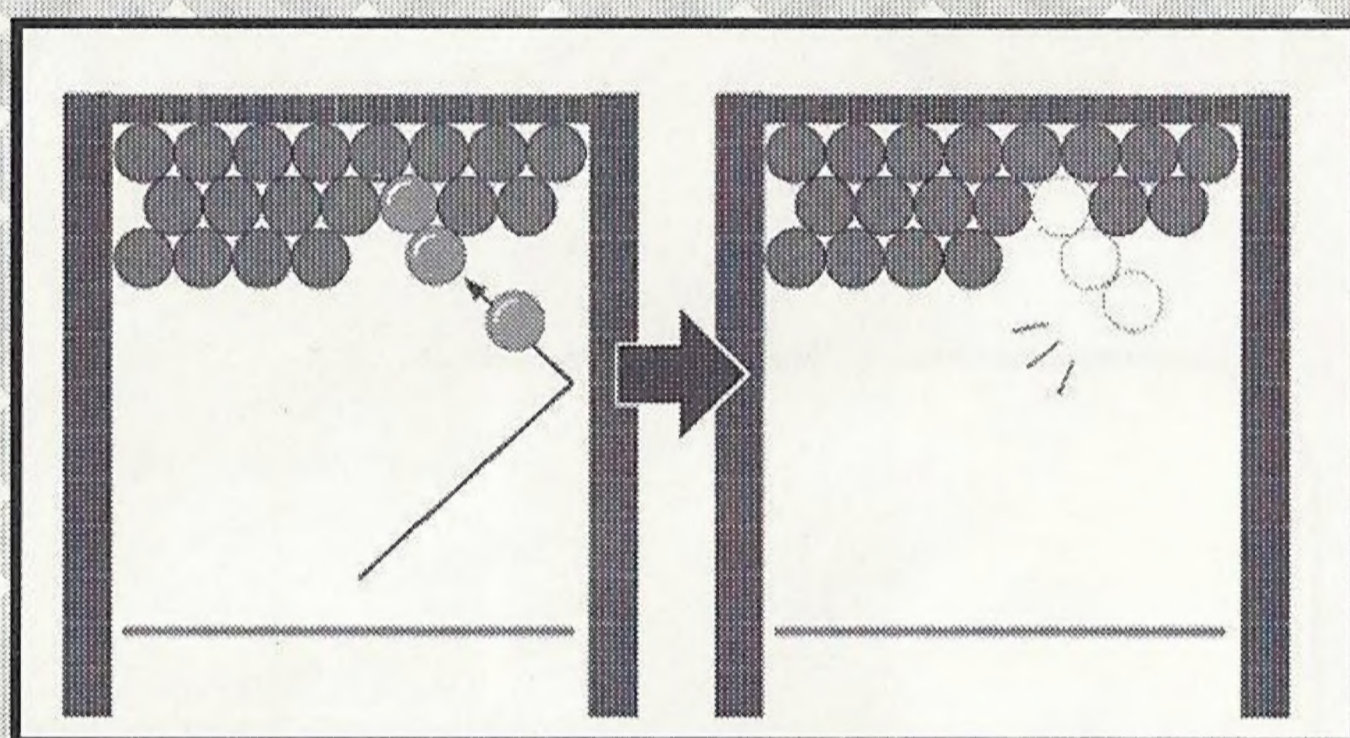
HOW to PLAY



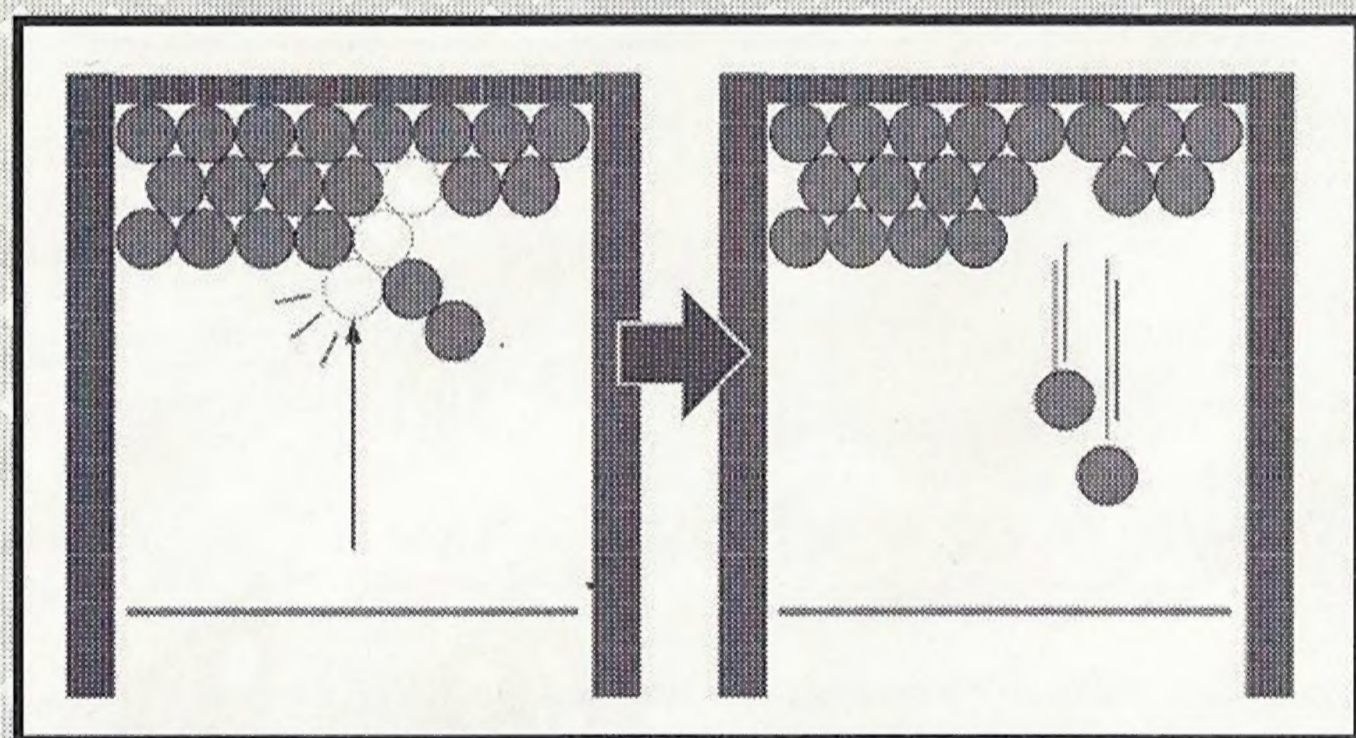
Simplicity is one of Bust-A-Move 3's best qualities. No matter which game mode you're in, the same basic rules apply. But just because it's simple, don't assume it's easy.

BURSTING BUBBLES

Fire a bubble from the launcher, and connect it to two or more bubbles of the same color. These bubbles will burst.



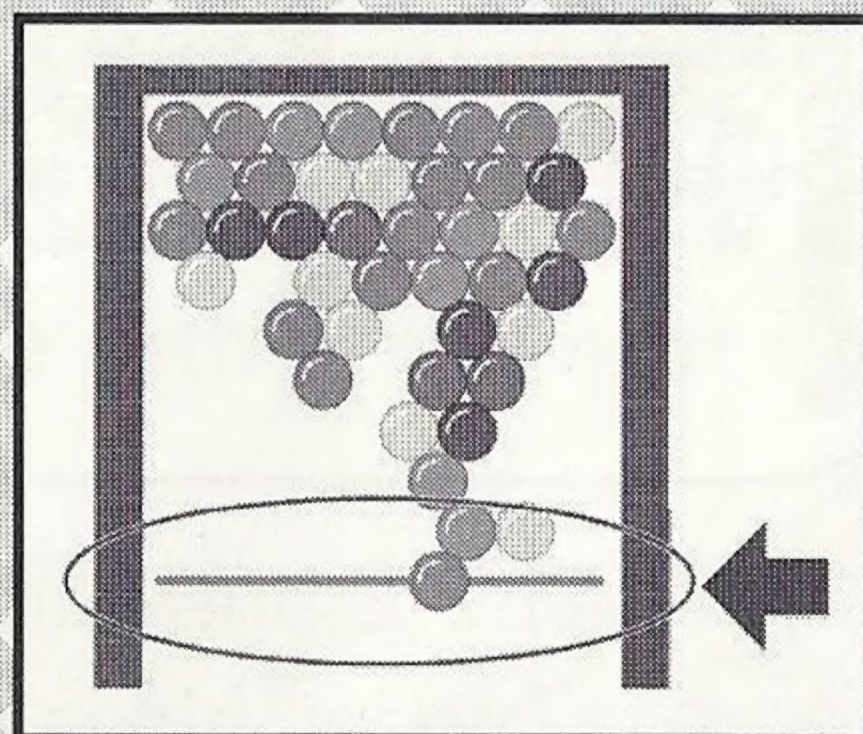
DROPPING BUBBLES



Bubbles suspended by those burst will also be cleared. The larger the cluster cleared, the more points awarded.

END GAME!

The object of the game is to burst as many bubbles as you can. After each shot, the bubbles that remain descend, one level at a time, toward the Deadline. The game ends when the last bubble crosses the Deadline.

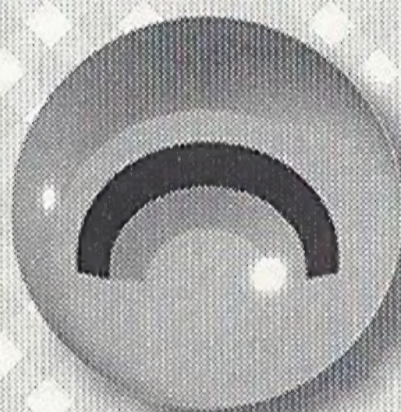


SPECIAL BUBBLES



STAR BUBBLE

This bubble will clear all those in the cluster the same color as the bubble touches it.



RAINBOW BUBBLE

This will become a normal bubble the color of those burst adjacent to it.



CANNONBALL

This heavyweight destroys every bubble in its path, all the way to the top of the screen.



BLOCK

These pieces cannot be broken, but they needn't be cleared to end a round.



OBSTACLE BLOCK

This block is cleared only when all the bubbles touching it are burst. A round cannot be cleared while Obstacle Blocks remain.

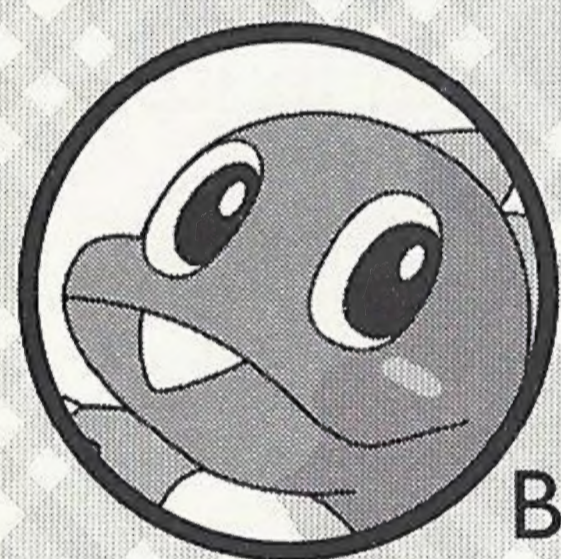
RANKING			VS CPU
1 ST	4 ^R	304600	BAL
2 ND	5 ^R	10000	ABC
3 RD	4 ^R	5000	DEF
4 TH	3 ^R	1000	GHI
5 TH	2 ^R	500	JKI

High Scores will be logged in the Hall of Fame. Scroll through the letters with the Control Pad, and press the A button to make your selection.

CHARACTERS

You might recognize Bust-A-Move 3's cast of characters from other popular arcade games. You can play with or against any of the eight characters. Each has a unique strategic style and pattern you can take advantage of in head-to-head confrontations.

R **Y** **G** **B** **O** **W** **P**   
RED YELLOW GREEN BLUE ORANGE WHITE PURPLE RAINBOW STAR BLOCK



BUBBLEN
PUZZLE GAME
CHARACTER

Y **W** **R** **P** **O** **G** **B**
 ATTACK PATTERN 

Bubblen is back and ready for more! The wide array of bubbles he sends makes him a well-rounded player.



PURICHIO
CRANE GAME
CHARACTER

Y **G** **B** **P** **B** **G** **Y**
 ATTACK PATTERN 

Purichio knows how to endure. Often her foes are too busy digging their way out to focus on an attack.



CHINKLE
QUIZ GAME
CHARACTER

      
 ATTACK PATTERN 

Chinkle definitely forces her opponent to think. The Rainbow Bubbles she sends are a serious headache for her opponents.



MUSASHI

ACTION GAME
CHARACTER



The action never stops with Musashi! The bubbles he sends to his opponent come from the top, as well as the bottom. Which way is up!?

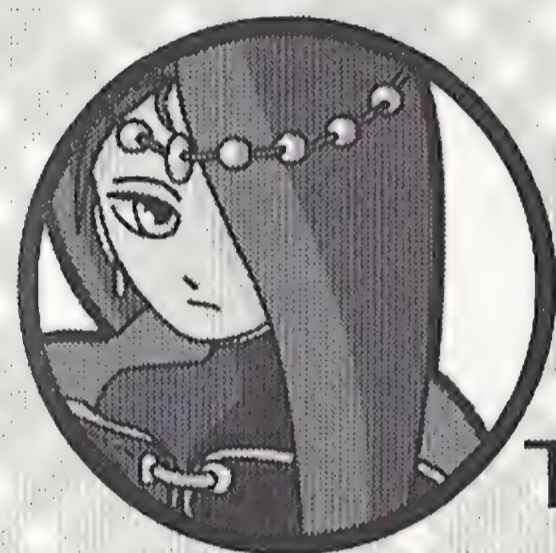


MARINA

MAH-JONG GAME
CHARACTER



It takes a lot of luck to beat Marina, another well-balanced character. She swarms her foes unless they come up with a blue one in the clutch.

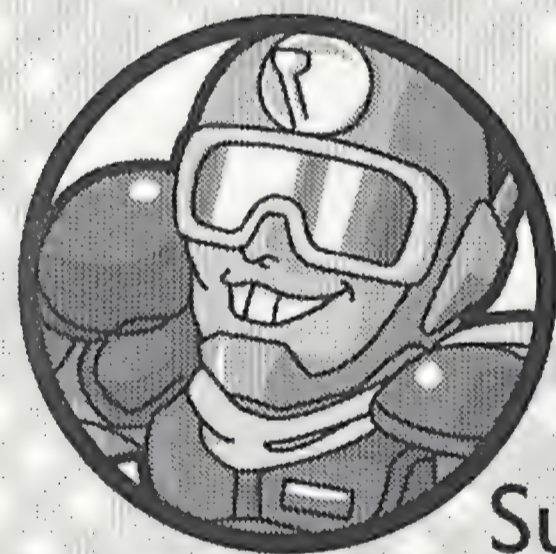


LUNA LUNA

TAROT GAME
CHARACTER



The future is grim for anyone facing Luna Luna. All the bubbles she sends come from above. So much for the light at the end of the tunnel!



S.S.B.

PUNCHING GAME
CHARACTER



Super Sonic Blastman delivers devastating one-two combinations. Just when your opponent finds an opening, he throws up a block.



JACK

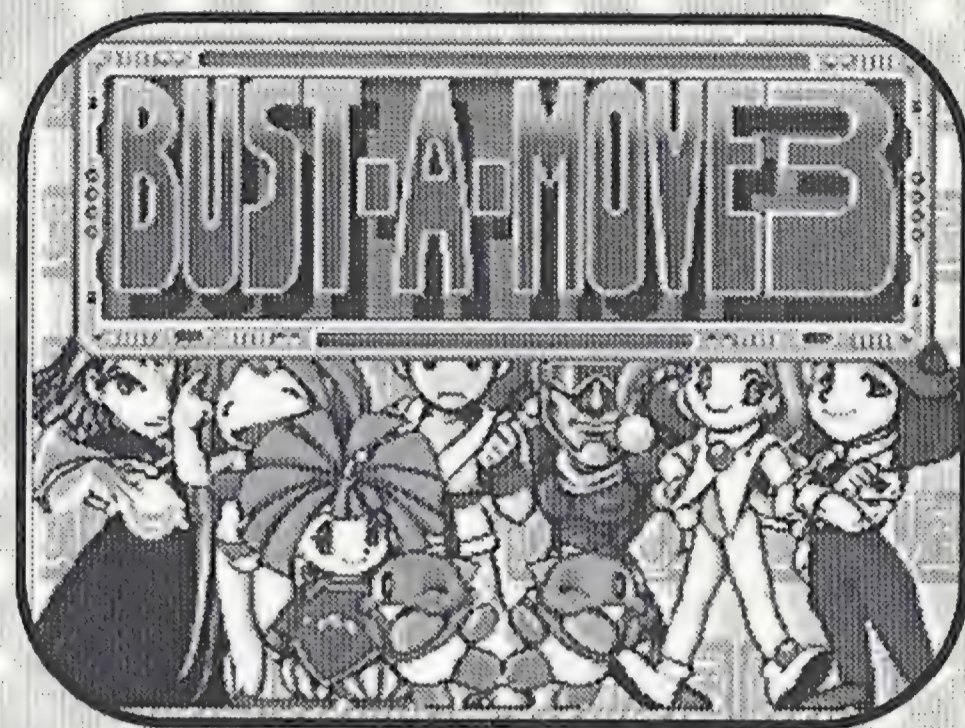
CARD GAME
CHARACTER



Playing against Jack is certainly a gamble with all the Special Bubbles she deals. She is probably the most formidable offensive character.

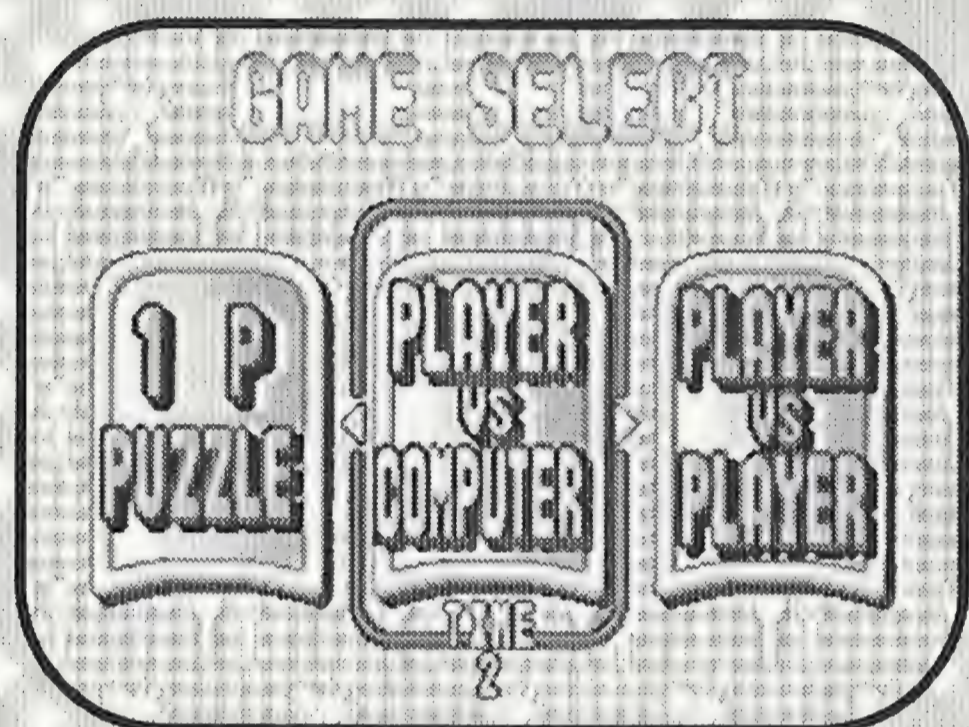
ARCADE MODE

In Arcade Mode, you'll advance as far as you can through puzzles of increasing difficulty. Play against the clock, match wits with other game characters in the arcade, or challenge another player.



Game Select

Choose either a One Player game, a One Player vs. the Computer game, or a Two Player game. Selections on these menu screens are made with the Control Pad and A Button.



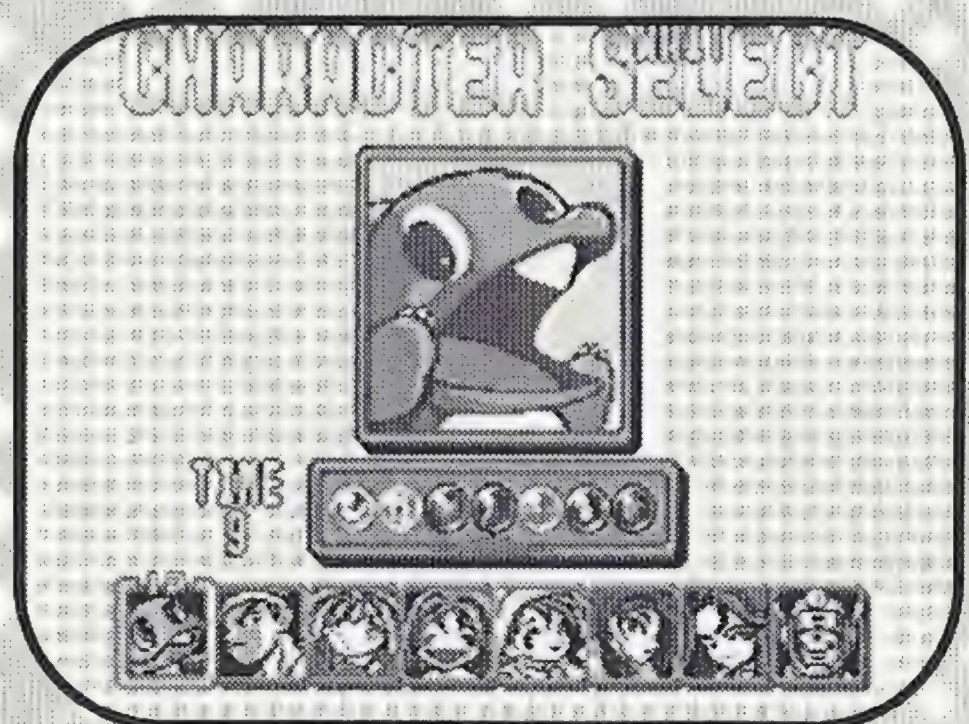
Difficulty

In Practice Mode, the Sight Line is activated to help you see a bubble's trajectory. The game's default setting is Normal, although the computer plays more aggressively in Hard. In Single-Player Mode, Version 2.5's puzzles are more complicated.



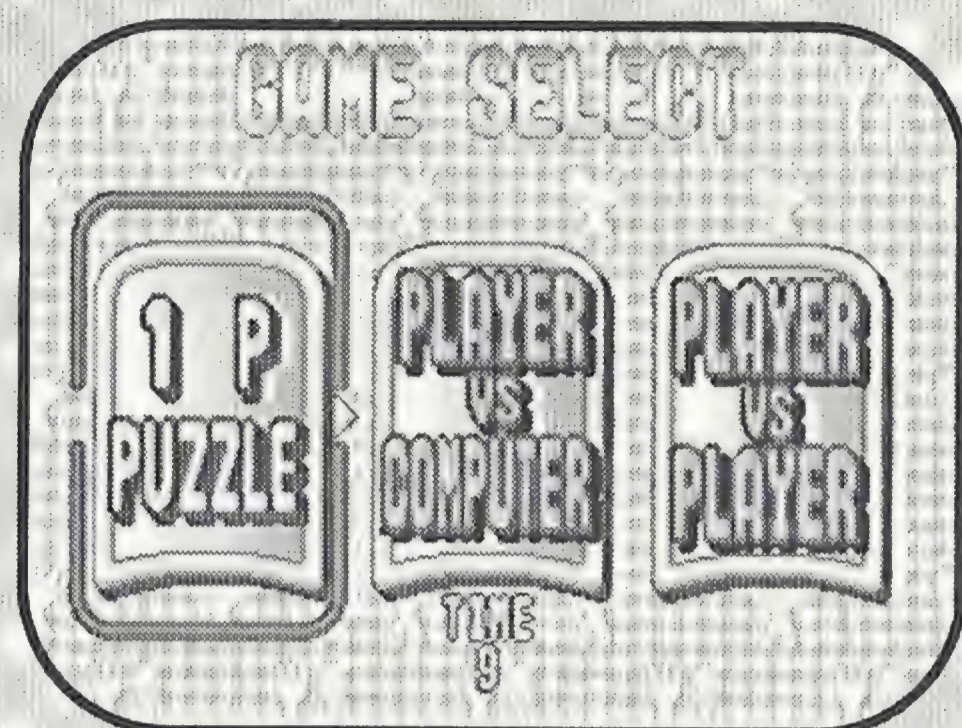
Character Select

Choose your character for head-to-head play, based on their special Attack Patterns.



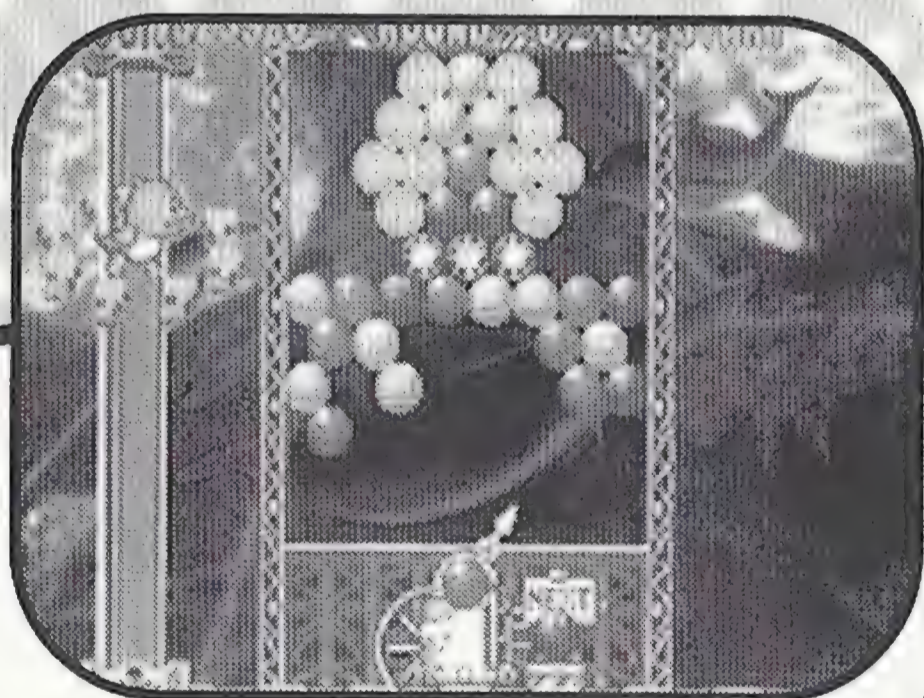
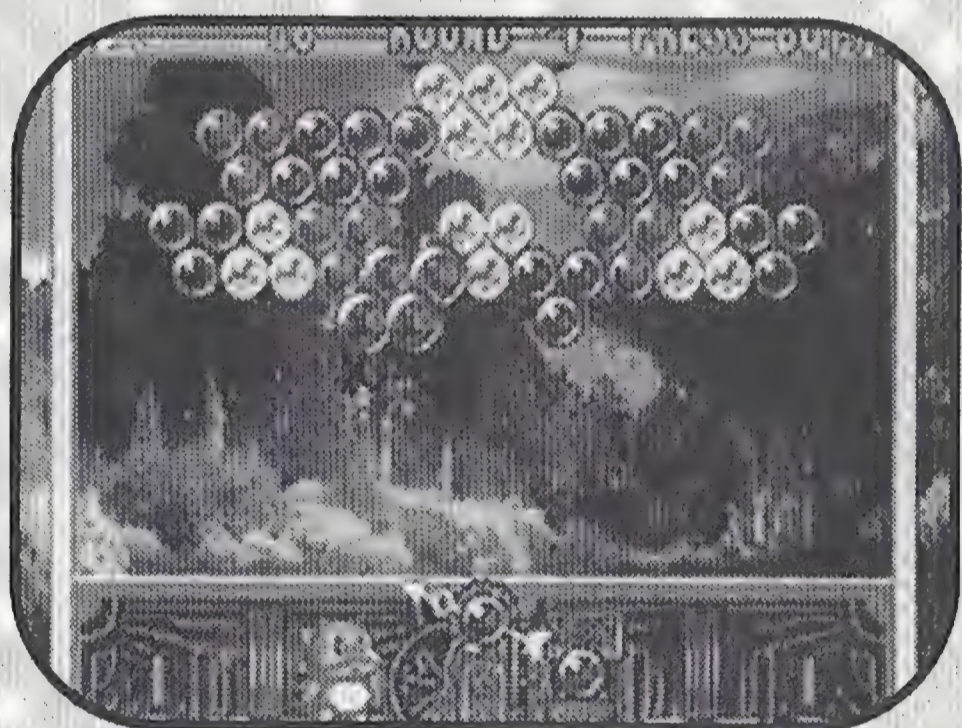
ONE PLAYER

This is the essence of Bust-A-Move 3: just you against the puzzle. No distractions, and no one to blame when time runs out. Don't worry, you can always press Continue!

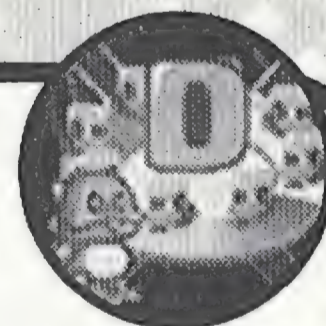


Course Selection

In Single-Player Mode, you'll plot your course through the alphabet to increasingly difficult puzzles. Each lettered level has five rounds to clear before you can advance to the next level. Use Left and Right on the Control Pad to choose your course. The Up and Down keys change your character. Press A to start your game.

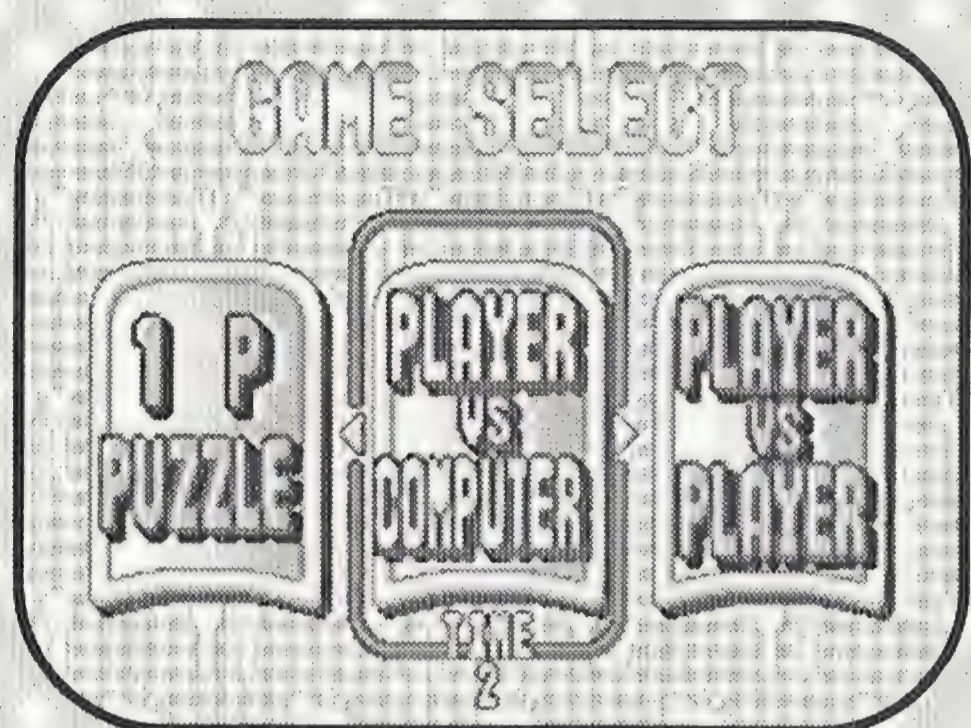


Speed Rounds



Speed Rounds are identified by small characters circling the levels letter. During these stages, opaque bubbles continually advance at a rapid rate to replace the ones you've cleared. Measure your progress on the level's meter; the stage is cleared once your character has reached the top.

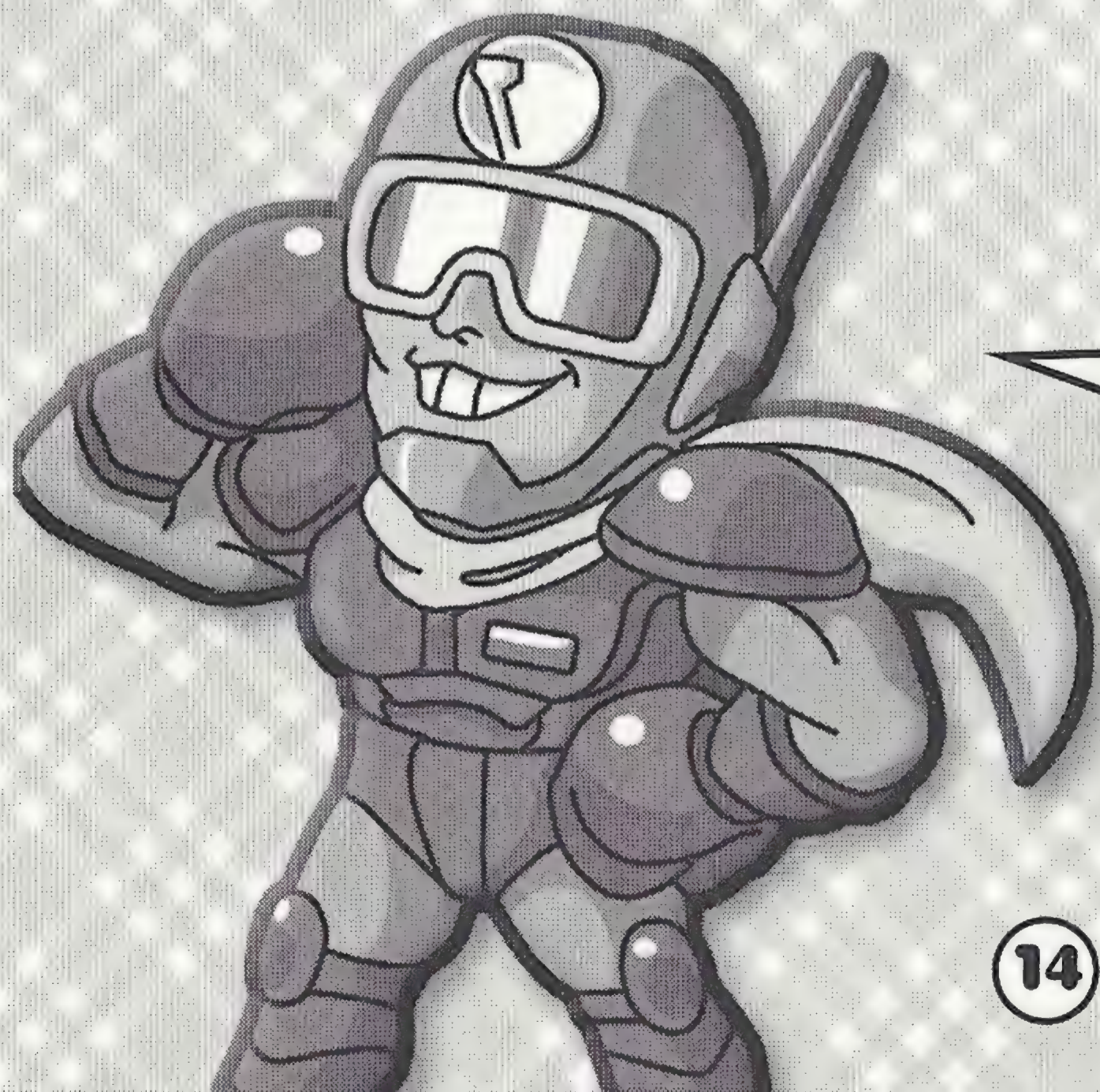
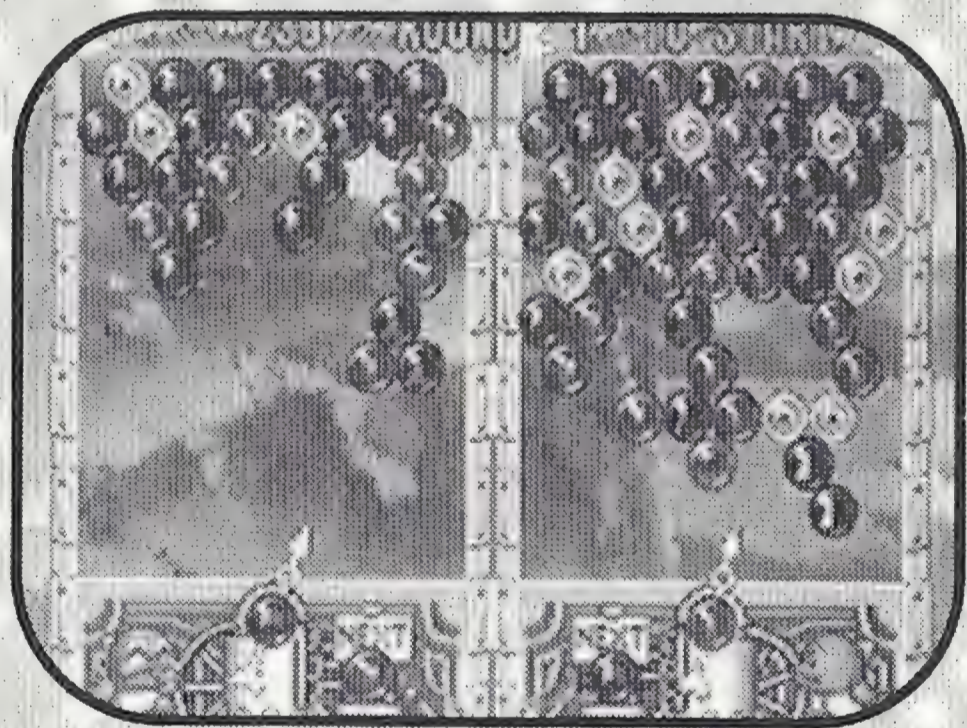
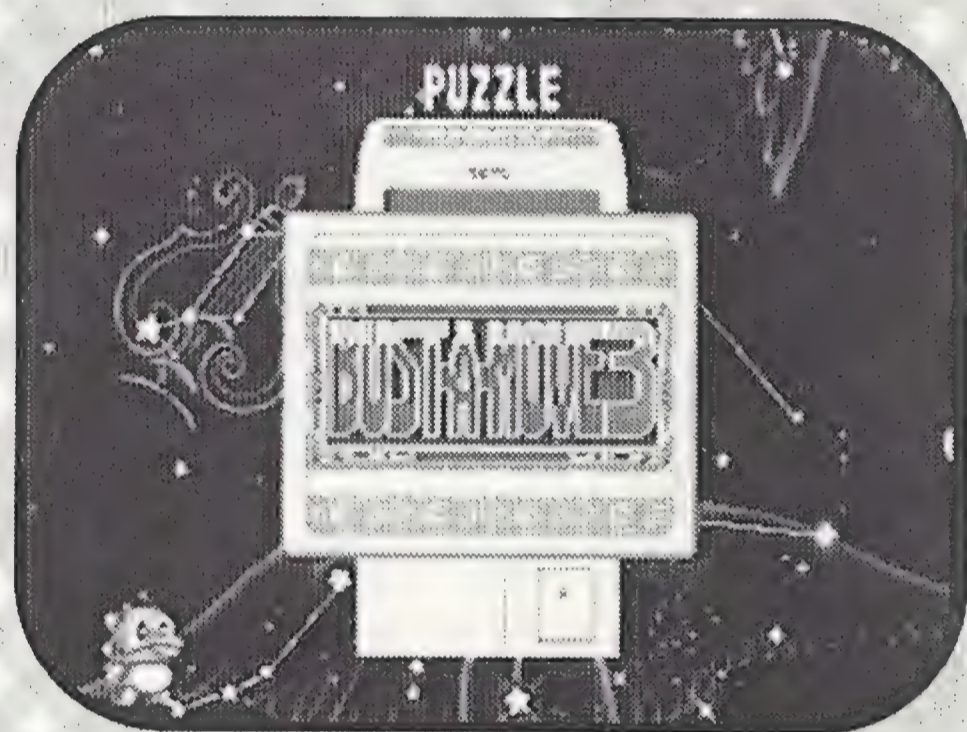
ONE PLAYER VS. THE COMPUTER



Once you've honed your skills in Single-Player Mode and you're looking for a new challenge, enter the arcade itself and face the game masters!

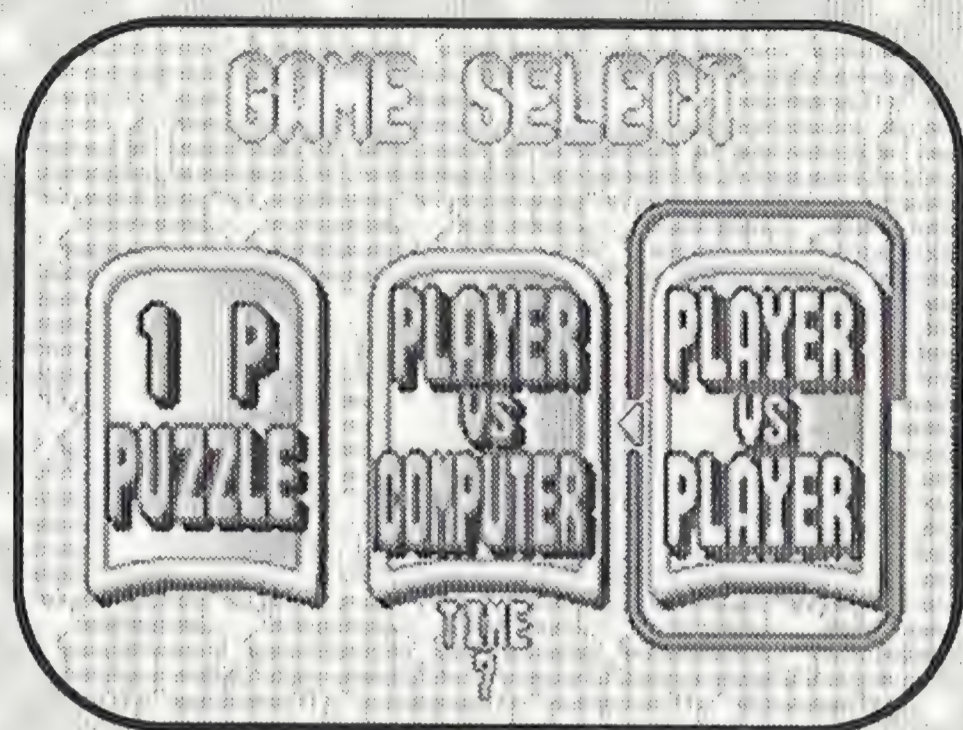
Know Your Foe!

After getting started, you'll move from machine to machine in the arcade, going head-to-head with a different mascot. Each has particular strengths and weaknesses, so be wary! How you do will depend a lot on the character you've chosen to play with. Can you get far enough to reveal the identity of the mysterious Wizard?



You'll get to see a different ending with each character you finish with!

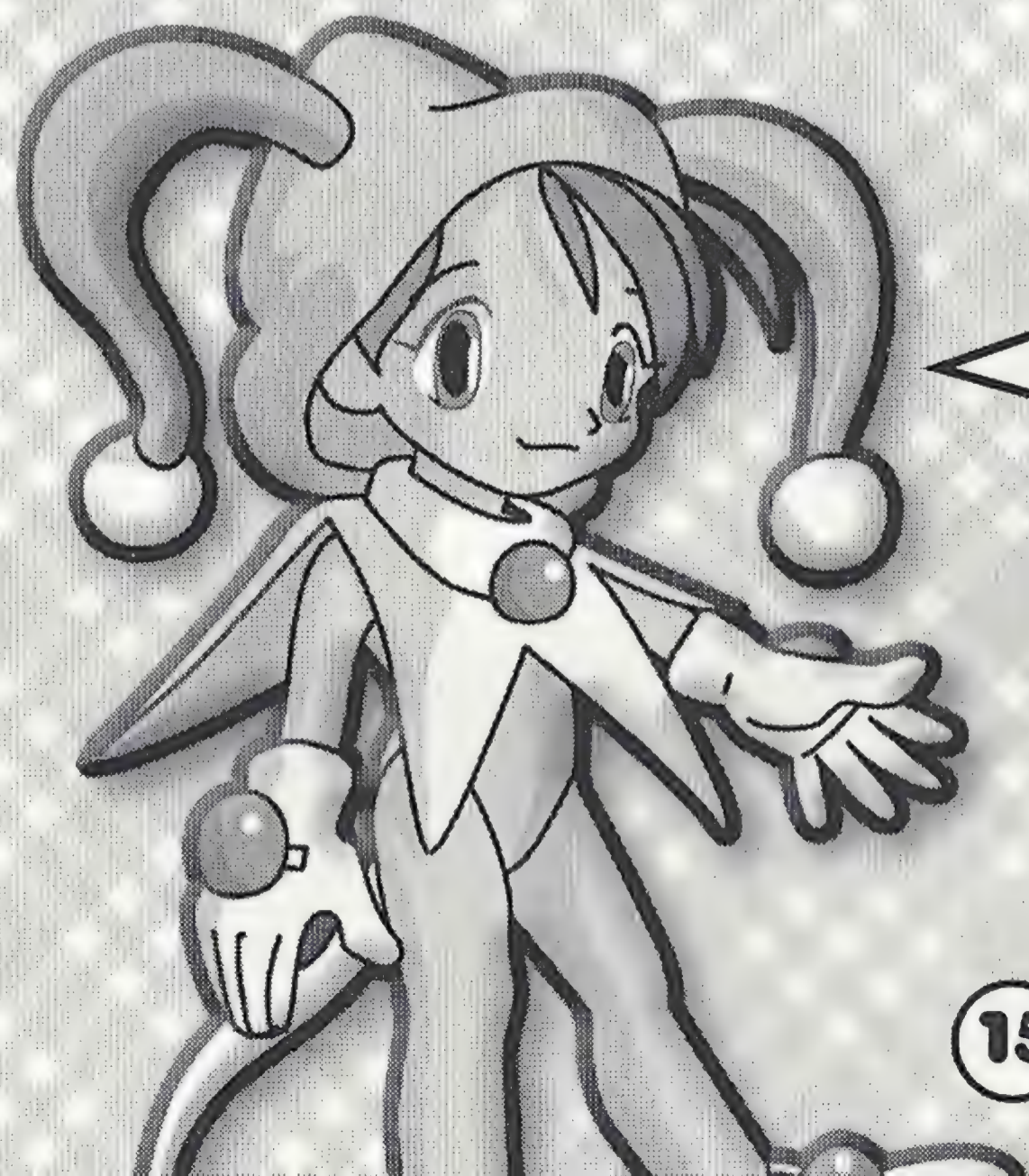
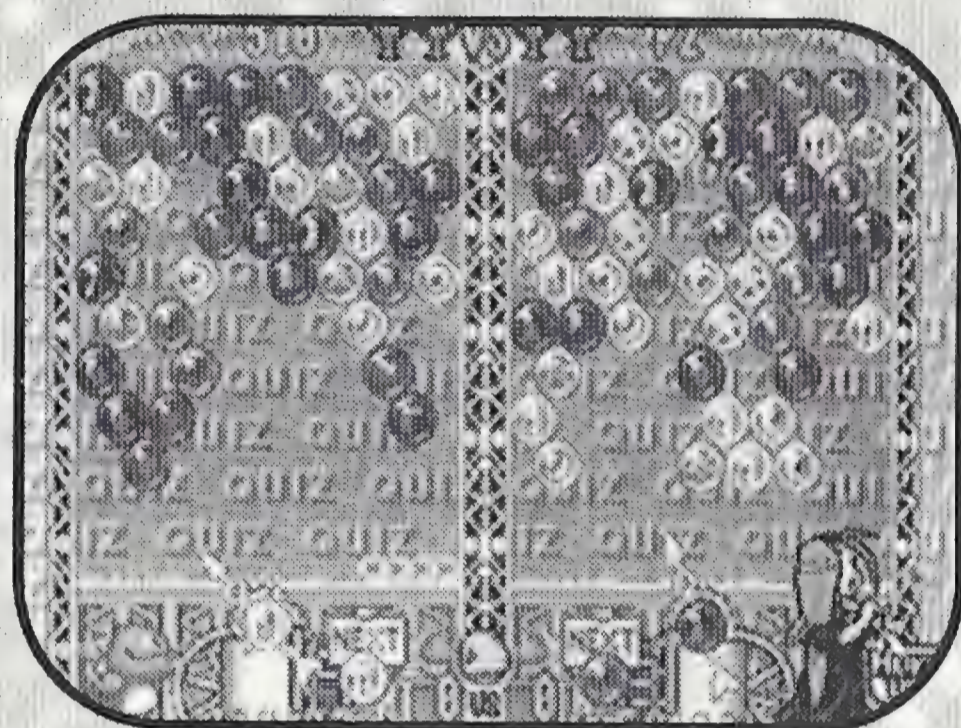
TWO PLAYERS



Time to show you can dish it out as well as you take it! Settle grudge matches between masters, or give novices a fighting chance by pairing them with one of the stronger characters. For even more fun, play with Special Bubbles in Variety Mode.

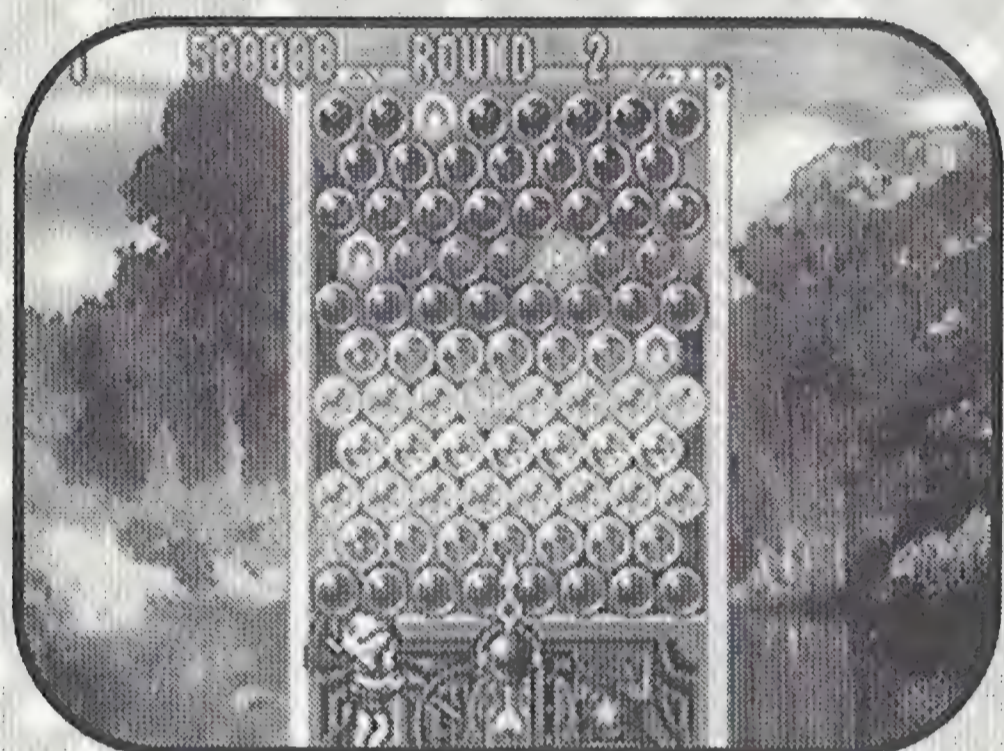
Burst Their Bubble!

Sending large quantities of bubbles to your opponent is clearly the key to victory. The more bubbles you burst or clear in one shot of the launcher, the harder you make it for your foe. Setting up a big shot is usually worth it, but be careful: Your opponent may be one step ahead of you!



You can start Two-Player Mode while in Single-Player Mode by pressing Start with Player 2's controller!

CHALLENGE MODE



Test Your Mettle

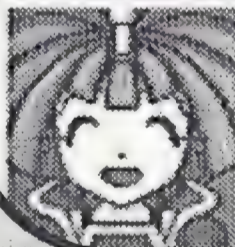
To find out how good you really are, try your luck in The Challenge. You and your character will face five levels of rigorous testing. Clearing the board isn't always enough; your ability to make trick shots and large combos will also be evaluated. Don't worry: You'll be able to continue even if you can't clear a level.

Making the Grade

Once you've completed The Challenge, a statistics screen will tell you how you did. It logs the number of bubbles you used and cleared, and it rates your speed, technique, and strategy.

RESULTS


ROUND CLEARED	2 / 5
AVERAGE TIME	1 MIN. 17 SEC.
BUBBLES USED	221
BUBBLES BROKEN	58

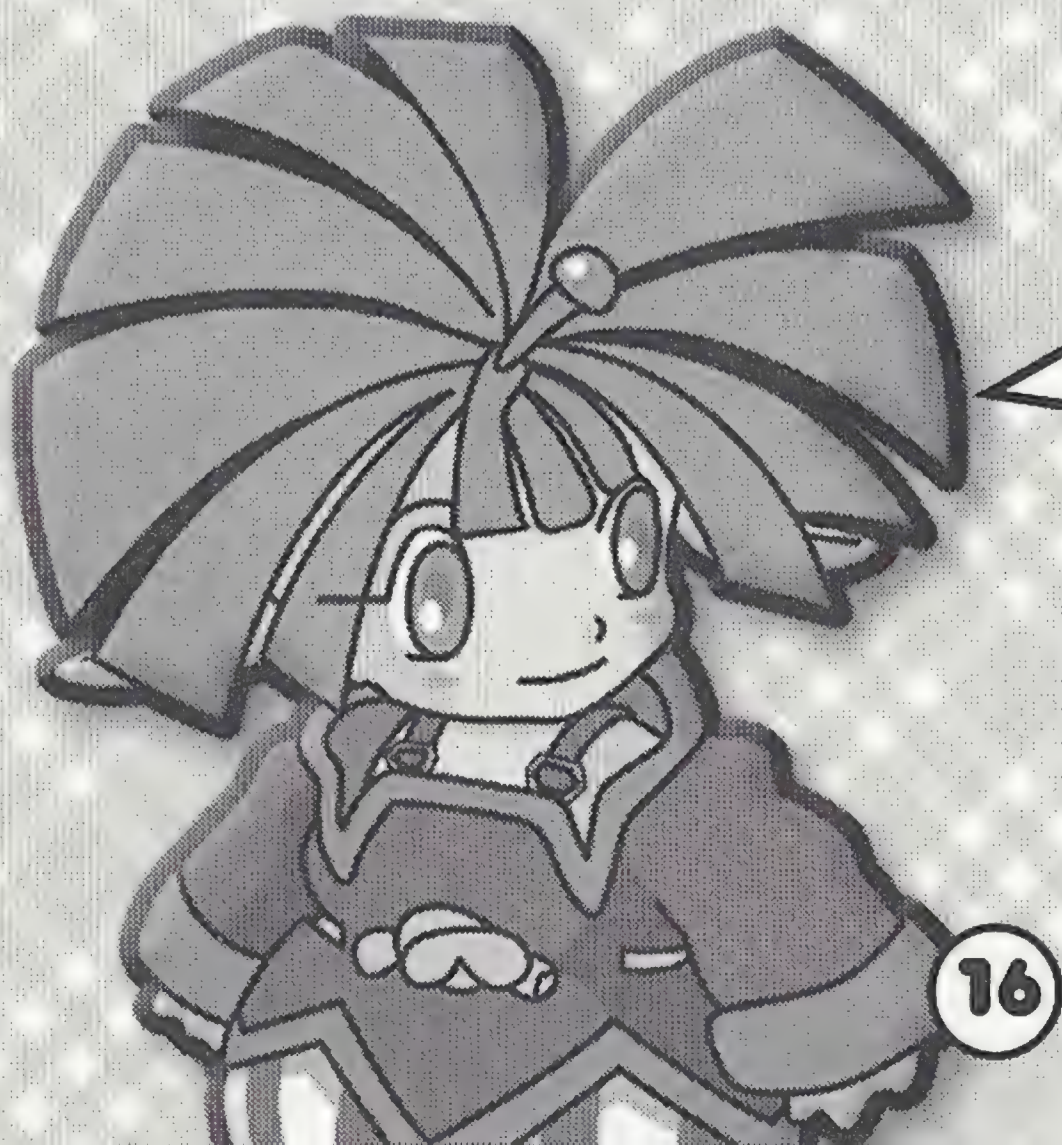


SPEED

TECHNIQUE

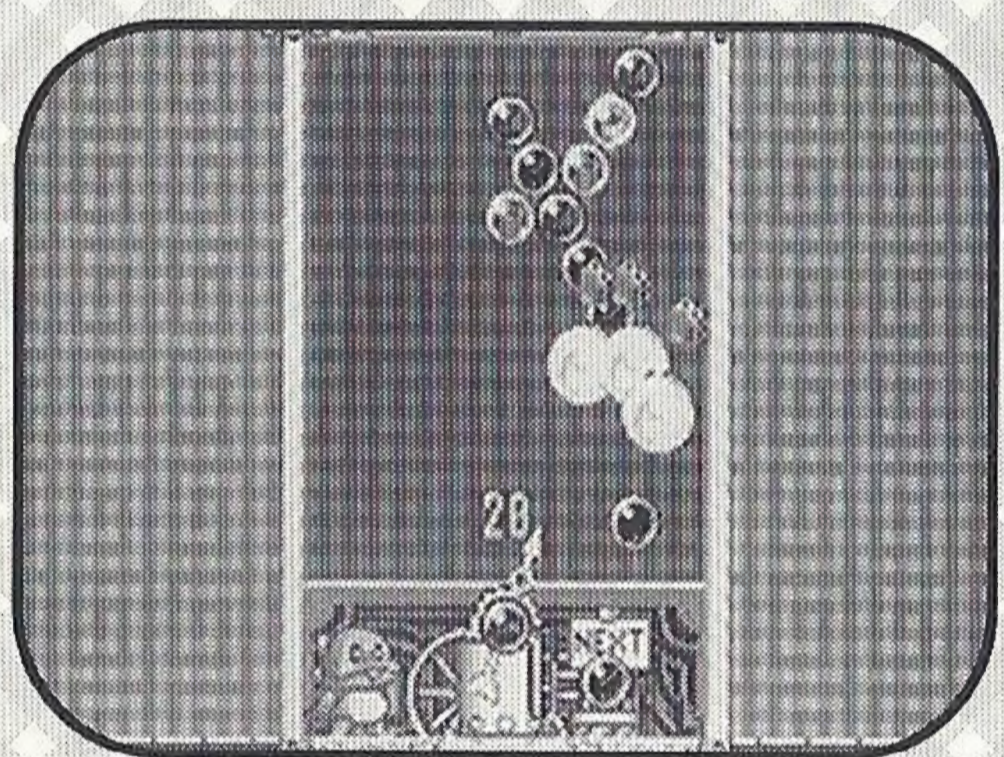
STRATEGY





The higher your grade, the better you've done. How high can you get?

COLLECTION MODE

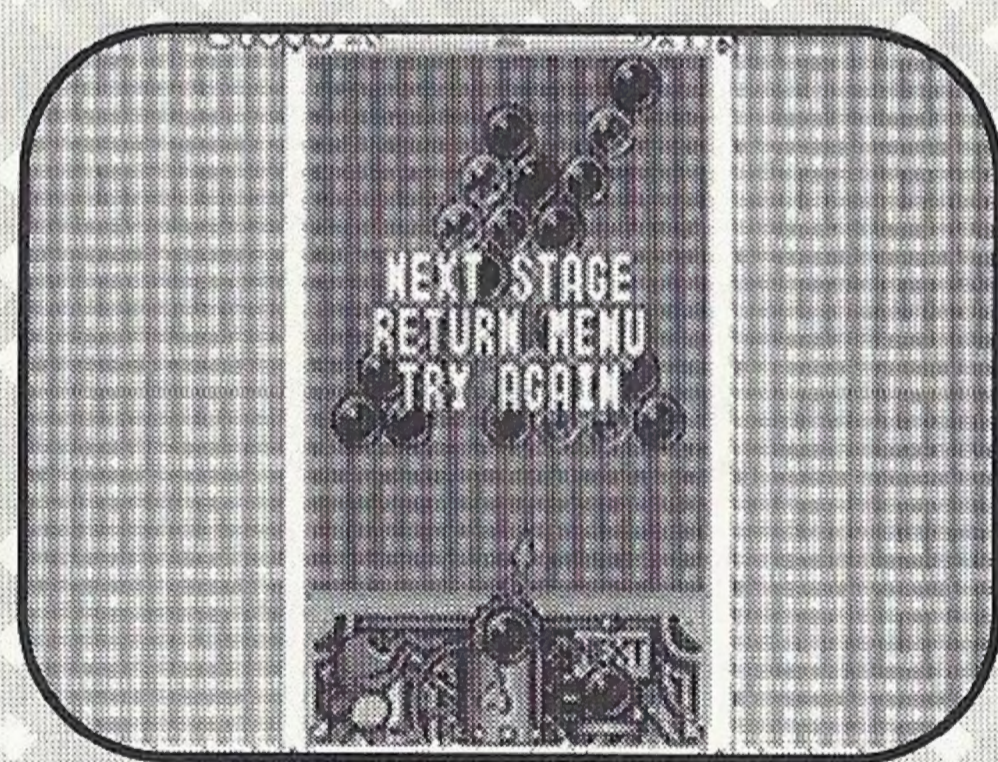


Quantity & Quality

Care to peer into the twisted minds of the game's creators? The Collection is an enormous archive filled with pre-designed puzzles, each signed by its author. From the bizarre to the mundane, there are puzzles here for everyone. Left and Right keys on the Control Pad let you navigate through the index letters; Up and Down keys allow you to scroll through the selections.

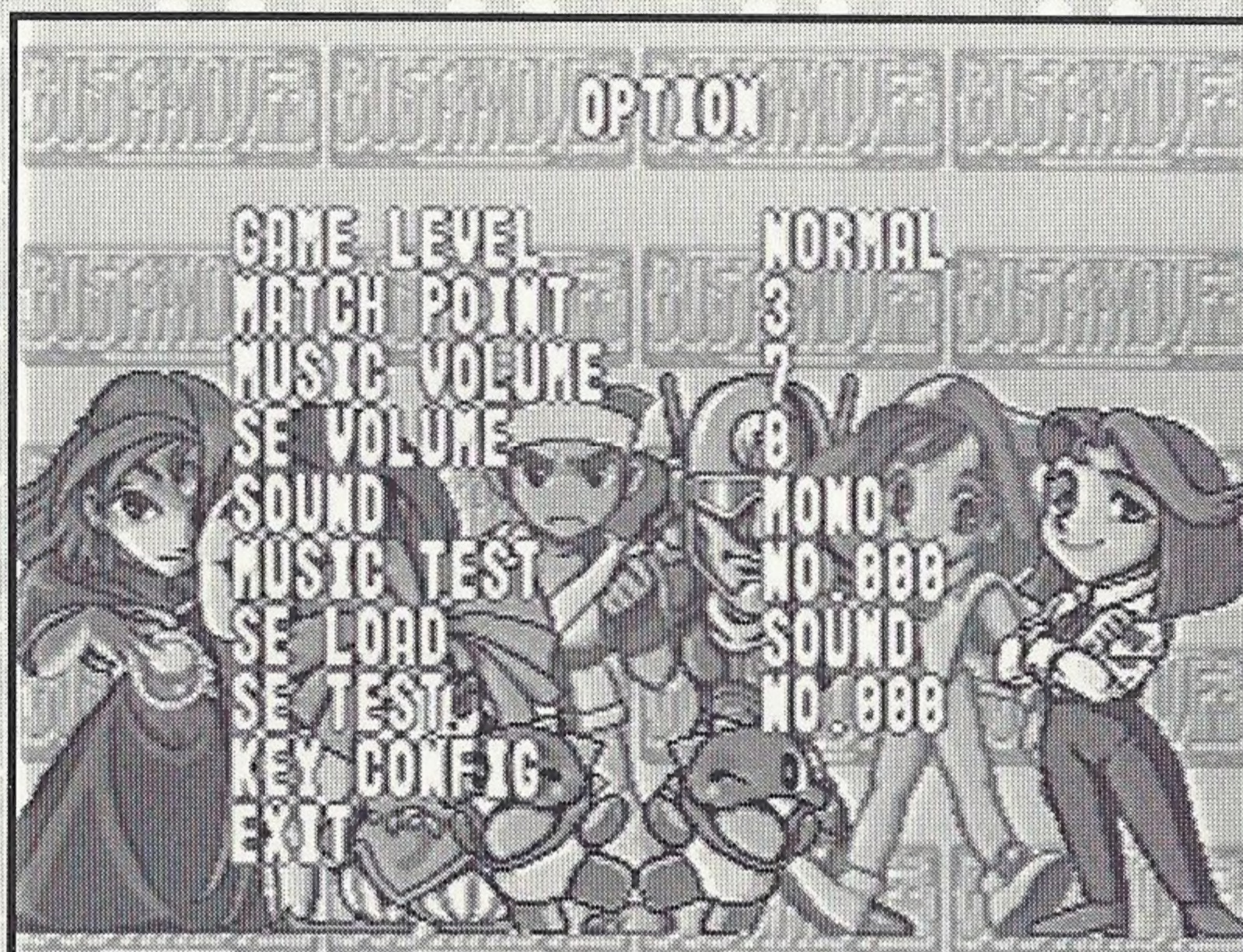
Had Enough?

When a round is over, you'll have the option of trying your luck again, moving on to the next puzzle, or quitting. But you're not a quitter, are you?



There are over 1025 different puzzles to keep you busy!

★ OPTION SCREEN



GAME LEVEL

Sets the game's difficulty to easy, normal, hard, or very hard

MATCH POINT

Games needed to win a match

MUSIC VOLUME

From 0-Off, to 7-Loudest

SE VOLUME

From 0-Off, to 7-Loudest

SOUND

Toggles between Mono and Stereo

MUSIC TEST

Sample any of the game's music

SE LOAD

Load a character's sound effects

SE TEST

Plays the selected sound effect

KEY CONFIG

Choose from three different

Controller Configurations

EXIT

Returns to Main Menu

Warranty Information

Natsume Inc. warrants to the original purchaser of this Natsume product that this game pak is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Natsume product is sold "as is" without expressed or implied warranty of any kind, and Natsume is not liable for any losses or damages of any kind resulting from the use of this product. If a defect covered by this warranty occurs during this 90-day warranty period, Natsume will repair or replace the game pak, at its option, free of charge. Send product postage paid, along with dated proof of purchase, to the address shown below.

This warranty shall not be applicable and shall be void if the defect in the Natsume product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE NATSUME. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL NATSUME BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS PRODUCT.

Some states do not allow limitations as to how long on implied warranty lasts and/or exclusions of limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

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Serious Fun™



Patents: U.S. Nos. 5,371,792/4,442,486/4,454,594/4,462,076; Europe Nos. 80244; Canada Nos. 1,183,276; Hong Kong Nos. 88-4302; Singapore No. 88-155; U.K. No. 1,535,999



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